

Gorgug Thistlespring

Zac Oyama as Gorgug Thistlespring

SEASON 1



RACE
Half-orc

CLASS
Barbarian

LEVEL
5

BACKGROUND
—

STR +4	DEX +1	CON +2	INT —	WIS —	CHA +0
ARMOR CLASS 14	HIT POINTS 112	LEVEL 5	PROFICIENCY +3		

End of season 1 — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Fantasy High wiki (fan project), every value links to its moment on the site.

Gorgug Thistlespring

FULL SHEET

Skills

- Arcana -1
- Athletics +6
- Investigation -1
- Sleight of Hand +1

Saving throws

- —

Features

- **Rage** — Goes into a rage and punches Fabian [E1 00:54:45](#)
- **Hit die d12** — Rolls a d12 hit die on a short rest [E2 00:02:33](#), [E2 00:02:53](#)
- **Rage: damage resistance** — Takes half damage from certain types of attacks while raging [E4 00:12:59](#)
- **Reckless Attack** — Takes reckless attacks for advantage [E4 00:33:00](#), [E10 00:53:09](#)
- **Frenzy** — Bonus frenzy attack while raging [E6 00:11:14](#), [E8 00:21:42](#)
- **Languages** — Gnomish and Common, and a little Orcish [E7 00:14:42](#)
- **Three attacks per turn** — Asks "Can I do all three of my attacks?" and Brennan allows all three (the last is his frenzy attack) [E10 00:26:50](#), [E10 00:27:46](#)
- **Savage Attacks** — Critical hit rolls an extra damage die (3d12 instead of 2d12) [E10 00:54:01](#)
- **Drum proficiency** — New tool proficiency: playing a basic drum beat [E11 01:43:19](#), [E16 01:09:02](#)
- **Darkvision** — Has Darkvision ("I do too.") [E13 01:50:18](#)
- **Mindless Rage** — Immune to fear and charm while raging [E14 00:50:12](#), [E14 01:12:18](#)
- **Feral Instinct** — Asks whether his Feral Instinct helps; Brennan: it helps with initiative [E14 01:12:14](#), [E14 01:12:19](#)
- **Relentless Endurance** — Uses Relentless Endurance to stay up at 1 hit point [E16 01:44:14](#)

Spells

- —

Items



- **Gray hoodie** — Wears a gray hoodie E1 00:17:52
- **Headphones** — Wears headphones, listening to music E1 00:17:52
- **Tin flower** — Little tin flower from his mom Wilma E1 00:21:13
- **Great axe** — Main weapon ("the tall, lanky, loner kid behind you with the great axe") E2 00:18:40
- **Hand axe** — Throwing axe E2 00:45:37
- **Leather jacket** — Takes a leather jacket from the greasers E4 01:13:16
- **Drumsticks** — Gift from Fig E5 00:21:48
- **Crystal palimpsest** — Adaine slips it into his pocket E5 00:37:22
- **Crystal palimpsest** — lost: back with Adaine, who gives it to Biz E5 01:21:09
- **Leather ax holster** — Gift: leather ax holster with a tin flower emblem E9 01:18:10
- **+1 great axe** — The holster rubs off on his ax: it becomes a +1 weapon E11 00:40:37
- **Headphones** — Puts his headphones on to get past the arcade games' call E14 01:03:36
- **Crystal** — Calls his parents on his crystal E14 00:35:11
- **Bombs** — Takes bombs from his parents' bomb chest E15 01:37:39
- **Zelda's playlist** — Playlist made for him by Zelda E15 01:54:02
- **Bombs** — Has four bombs (6d6 damage, 10 radius), including a fire bomb E16 00:05:18, E16 00:06:47
- **Penelope's crown** — Yanks the crown away from Penelope E16 00:05:04
- **Penelope's crown** — lost: snatched by Goldenhoard and thrown to Penelope E16 00:18:49